

CLAIMS

What is claimed is:

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A gaming device configured to allow a player to play a primary game and a
countdown game, said countdown game comprising:

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(a) a countdown indicator comprising a plurality of stop positions, said
countdown indicator is configured to adjust a predetermined number of stop
positions when said primary game generates a triggering game event, said
stop position indicated by said countdown indicator maintained over a
plurality of game events on said primary game; and

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(b) a prize value indicator comprising a plurality of prize values, said prize
indicator configured to indicate one of said prize values, wherein said one
indicated prize value may be accumulated with a subsequent indicated prize
value into an accumulated prize value pursuant to subsequent triggering
game event.

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2. The gaming device of claim 1, further comprising a prize display
configured to display said one indicated prize value.

3. The gaming device of claim 1, wherein said prize display is further configured to display said accumulated prize value.
4. The gaming device of claim 1, wherein each of said plurality of stop positions is identified either as a winning stop position or a non-winning stop position, said countdown game configured to award said one indicated prize value and said accumulated prize value to said player when said countdown indicator stops on a winning stop position.
5. The gaming device of claim 1, wherein said plurality of stop positions further comprises an initial position, said countdown indicator further configured to reset to said initial position when said primary game generates a non-triggering game event.
6. The gaming device of claim 1, wherein said plurality of stop positions further comprises an initial position, said countdown indicator further configured to reset to said initial position when said primary game generates a predetermined number of non-triggering game events.
7. The gaming device of claim 1, wherein said countdown indicator adjusts according to a direction specified by the triggering game event.

8. The gaming device of claim 1, wherein said prize indicator and said
countdown indicator adjuster are activated only when said primary game
generates a triggering game event.
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9. The gaming device of claim 1, wherein said prize indicator is further
configured to indicate one of said prize values according to a random event.
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10. The gaming device of claim 1, wherein said prize indicator is further
configured to indicate one of said prize values according to a predetermined
result as drawn from a finite pool of outcomes.
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11. The gaming device of claim 1, further comprising a countdown indicator
adjuster comprising a plurality of stop adjustments, said countdown
indicator adjuster configured to indicate one of said stop adjustments.
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12. The gaming device of claim 11, wherein said countdown indicator adjuster
is further configured to adjust said countdown indicator according to said
indicated stop adjustment.

13. The gaming device of claim 11, wherein said countdown indicator adjuster is further configured to adjust said primary game according to said indicated stop adjustment.
- 5 14. The gaming device of claim 11, wherein said countdown indicator adjuster is further configured to indicate one of said stop adjustments according to a random event.
- 10 15. The gaming device of claim 11, wherein said countdown indicator adjuster is further configured to indicate one of said stop adjustments according to a predetermined result as drawn from a finite pool of outcomes.
- 15 16. The gaming device of claim 11, wherein each of said plurality of stop positions of said countdown indicator is further identified either as a winning stop position or a non-winning stop position, said countdown game configured to award said accumulated prize value to said player when said countdown indicator stops on a winning stop position.
- 20 17. The gaming device of claim 16, wherein said countdown game is configured to determine the stop position of said countdown indicator only

after said countdown indicator adjuster has adjusted said countdown indicator.

18. The gaming device of claim 1, wherein said countdown indicator comprises
5 a first wheel, said prize value indicator comprises a second wheel, and said
countdown indicator adjuster comprises a third wheel.
19. The gaming device of claim 18, wherein said countdown game further
10 comprises a payline indicator across each of said first, second and third
wheels.
20. The gaming device of claim 18, wherein said first, second and third wheel
comprise concentric wheels.
- 15 21. A gaming device configured to allow a player to play a primary game and a
countdown game, said countdown game comprising:
(a) a countdown indicator comprising a plurality of stop positions, said
countdown indicator responsive to game events generated by the primary
game;
20 (b) a prize value indicator configured to indicate prize value to be
accumulated into an accumulated prize value;

(c) a countdown indicator adjuster configured to adjust said countdown indicator; and

(d) a prize collection display configured to indicate said accumulated prize value, said accumulated prize value awarded to said player upon a predetermined game event.

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22. The gaming device of claim 21, wherein each of said plurality of stop positions is identified either as a winning stop position or a non-winning stop position, said countdown game configured to award said accumulated prize value to said player when said countdown indicator stops on a winning stop position.

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23. The gaming device of claim 21, wherein said plurality of stop positions further comprises an initial position, said countdown indicator further configured to reset to said initial position when said primary game generates a non-triggering game event.

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24. The gaming device of claim 21, wherein said countdown indicator is further configured to adjust a predetermined number of stop positions when said primary game generates a triggering game event.

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25. The gaming device of claim 21, wherein said prize indicator and said
countdown indicator adjuster are activated only when said primary game
generates a triggering game event.
- 5 26. The gaming device of claim 21, wherein said prize indicator further
comprises a plurality of prize values, said prize indicator configured to
indicate one of said prize values.
- 10 27. The gaming device of claim 26, wherein said prize indicator is further
configured to indicate one of said prize values according to a random event.
28. The gaming device of claim 26, wherein said prize indicator is further
configured to indicate one of said prize values according to a predetermined
result as drawn from a finite pool of outcomes.
- 15 29. The gaming device of claim 21, wherein said countdown indicator adjuster
comprises a plurality of stop adjustments, said countdown indicator adjuster
configured to indicate one of said stop adjustments.

30. The gaming device of claim 29, wherein said countdown indicator adjuster is further configured to adjust said countdown indicator according to said indicated stop adjustment.
- 5 31. The gaming device of claim 29, wherein said countdown indicator adjuster is further configured to indicate one of said stop adjustments according to a random event.
- 10 32. The gaming device of claim 29, wherein said countdown indicator adjuster is further configured to indicate one of said stop adjustments according to a predetermined result as drawn from a finite pool of outcomes.
- 15 33. The gaming device of claim 29, wherein each of said plurality of stop positions of said countdown indicator is further identified either as a winning stop position or a non-winning stop position, said countdown game configured to award said accumulated prize value to said player when said countdown indicator stops on a winning stop position.
- 20 34. The gaming device of claim 33, wherein said countdown game is configured to determine the stop position of said countdown indicator only

after said countdown indicator adjuster has adjusted said countdown indicator.

35. The gaming device of claim 31, wherein said countdown indicator
5 comprises a first wheel, said prize value indicator comprises a second
wheel, and said countdown indicator adjuster comprises a third wheel.
36. The gaming device of claim 35, wherein said countdown game further
10 comprises a payline indicator across each of said first, second and third
wheels.
37. The gaming device of claim 35, wherein said first, second and third wheel
comprise concentric wheels.
- 15 38. A gaming device configured to allow a player to play a primary game and a
countdown game, said countdown game comprising:
(a) a countdown indicator comprising a plurality of stop positions, each of
said plurality of stop positions is identified either as a winning stop position
or a non-winning stop position, said countdown indicator responsive to
20 game events generated by the primary game;

(b) a prize value indicator configured to indicate prize value to be accumulated into an accumulated prize value, said countdown game configured to award said accumulated prize value to said player when said countdown indicator stops on a winning stop position;

5 (c) a countdown indicator adjuster configured to adjust said countdown indicator; and

(d) a prize collection display configured to indicate said accumulated prize value, said accumulated prize value awarded to said player upon a predetermined game event.

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39. The gaming device of claim 38, wherein said plurality of stop positions further comprises an initial position, said countdown indicator further configured to reset to said initial position when said primary game generates a non-triggering game event.

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40. The gaming device of claim 38, wherein said countdown indicator is further configured to adjust a predetermined number of stop positions when said primary game generates a triggering game event.

41. The gaming device of claim 38, wherein said prize indicator and said countdown indicator adjuster are activated only when said primary game generates a triggering game event.

5 42. The gaming device of claim 38, wherein said prize indicator further comprises a plurality of prize values, said prize indicator configured to indicate one of said prize values.

10 43. The gaming device of claim 42, wherein said prize indicator is further configured to indicate one of said prize values according to a random event.

15 44. The gaming device of claim 42, wherein said prize indicator is further configured to indicate one of said prize values according to a predetermined result as drawn from a finite pool of outcomes.

45. The gaming device of claim 38, wherein said countdown indicator adjuster comprises a plurality of stop adjustments, said countdown indicator adjuster configured to indicate one of said stop adjustments.

46. The gaming device of claim 45, wherein said countdown indicator adjuster is further configured to adjust said countdown indicator according to said indicated stop adjustment.

5 47. The gaming device of claim 45, wherein said countdown indicator adjuster is further configured to indicate one of said stop adjustments according to a random event.

10 48. The gaming device of claim 45, wherein said countdown indicator adjuster is further configured to indicate one of said stop adjustments according to a predetermined result as drawn from a finite pool of outcomes.

15 49. The gaming device of claim 38, wherein said countdown indicator comprises a first wheel, said prize value indicator comprises a second wheel, and said countdown indicator adjuster comprises a third wheel.

50. The gaming device of claim 49, wherein said countdown game further comprises a payline indicator across each of said first, second and third wheels.

51. The gaming device of claim 49, wherein said first, second and third wheel comprise concentric wheels.
52. A gaming system including a plurality of gaming device, each gaming
5 device configured to allow a player to play a primary game, said gaming system further including a countdown game in communication with each of said gaming devices, said countdown game comprising:
- 10 (a) a countdown indicator comprising a plurality of stop positions, said countdown indicator responsive to game events generated by the primary game;
- (b) a prize value indicator configured to indicate prize value to be accumulated into an accumulated prize value;
- 15 (c) a countdown indicator adjuster configured to adjust said countdown indicator; and
- (d) a prize collection display configured to indicate said accumulated prize value, said accumulated prize value awarded to said player upon a predetermined game event.
53. The gaming system of claim 52, wherein each of said plurality of stop
20 positions is identified either as a winning stop position or a non-winning stop position, said countdown game configured to award said accumulated

prize value to said player when said countdown indicator stops on a winning stop position.

54. The gaming system of claim 52, wherein said countdown indicator is further configured to adjust a predetermined number of stop positions when said primary game generates a triggering game event.
55. The gaming system of claim 52, wherein said prize indicator further comprises a plurality of prize values, said prize indicator configured to indicate one of said prize values.
56. The gaming system of claim 52, wherein said countdown indicator adjuster comprises a plurality of stop adjustments, said countdown adjuster configured to indicate one of said stop adjustments.
57. The gaming system of claim 56, wherein said countdown indicator adjuster is further configured to adjust said countdown indicator according to said indicated stop adjustment.
58. The gaming system of claim 52, wherein one of said prize values is a progressive award.

59. The gaming system of claim 58, wherein at least one of said stop positions is identified as a progressive win stop position, said countdown game further configured to award said progressive award to said player when said
5 countdown indicator stops on said progressive win stop position.

60. A method of playing a gaming device having a primary game and a
countdown game, the countdown game having a countdown indicator
comprising a plurality of stop positions including at least one winning stop
10 position and at least one non-winning stop position, said method
comprising:
adjusting said countdown indicator a predetermined number of stop position
when a triggering event occurs on the primary game;
indicating a prize value from a plurality of prize values;
15 aggregating said indicated prize value into an aggregated prize value;
indicating a stop adjustment from a plurality of stop adjustments, said stop
adjustment indicating a number of stop positions to adjust said countdown
indicator;
adjusting said countdown indicator according to said indicated stop
20 adjustment;
determining a "final" stop position of said countdown indicator; and

awarding said aggregated prize value when said "final" stop position of said
countdown indicator is a "winning" stop position.

61. The method of claim 60, wherein said countdown indicator further
5 comprises an "initial" stop position.
62. The method of claim 61, further comprising resetting said countdown
indicator to said "initial" stop position and said accumulated prize value to
zero after awarding said accumulated prize value.
- 10 63. The method of claim 61, further comprising resetting said countdown
indicator to said "initial" stop position and said accumulated prize value to
zero when a non-triggering event occurs on the primary game.
- 15 64. The method of claim 61, further comprising resetting said countdown
indicator to said "initial" stop position and said accumulated prize value to
zero when said indicated stop adjustment is a reset stop adjustment.
- 20 65. The method of claim 60, further comprising indicating said accumulated
prize value via a prize display.

66. A gaming device configured to allow a player to play a primary game and a countdown game, said countdown game comprising:

(a) a countdown wheel comprising a plurality of stop positions, each of said plurality of stop positions is identified either as a winning stop position or a

non-winning stop position;

(b) a prize value wheel configured to indicate prize value to be accumulated into an accumulated prize value, said countdown game configured to award said accumulated prize value to said player when said countdown indicator stops on a winning stop position;

(c) a countdown adjuster wheel configured to adjust said countdown wheel; and

(d) a prize collection display configured to indicate said accumulated prize value, said accumulated prize value awarded to said player upon a predetermined game event.

67. The gaming device of claim 66, wherein said plurality of stop positions further comprises an initial position, said countdown wheel further configured to reset to said initial position when said primary game generates a non-triggering game event.

68. The gaming device of claim 66, wherein said countdown wheel is further configured to adjust a predetermined number of stop positions when said primary game generates a triggering game event.

5 69. The gaming device of claim 66, wherein said prize value wheel and said countdown adjuster wheel are activated only when said primary game generates a triggering game event.

10 70. The gaming device of claim 66, wherein said prize value wheel further comprises a plurality of prize values, said prize value wheel configured to indicate one of said prize values.

15 71. The gaming device of claim 66, wherein said countdown adjuster wheel comprises a plurality of stop adjustments, said countdown adjuster wheel configured to indicate one of said stop adjustments.

20 72. The gaming device of claim 71, wherein said countdown adjuster wheel is further configured to adjust said countdown wheel according to said indicated stop adjustment.

73. The gaming device of claim 66, wherein said countdown game further comprises a payline indicator across each of said countdown wheel, prize value wheel, and countdown adjuster wheel.

5 74. The gaming device of claim 66, wherein said countdown wheel, prize value wheel, and countdown adjuster wheel comprise concentric wheels.